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KuyKendall

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(54) **ELECTRONIC BOARD GAME ASSEMBLY**

(71) Applicant: **Gregory KuyKendall**, Atwater, CA (US)

(72) Inventor: **Gregory KuyKendall**, Atwater, CA (US)

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A63F 9/24 (2006.01)
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(52) **U.S. Cl.**
CPC ***A63F 9/24*** (2013.01); *A63F 2009/064* (2013.01); *A63F 2009/241* (2013.01); *A63F 2009/2457* (2013.01); *A63F 2009/2463* (2013.01); *A63F 2009/2483* (2013.01)

(58) **Field of Classification Search**
USPC 463/37
See application file for complete search history.

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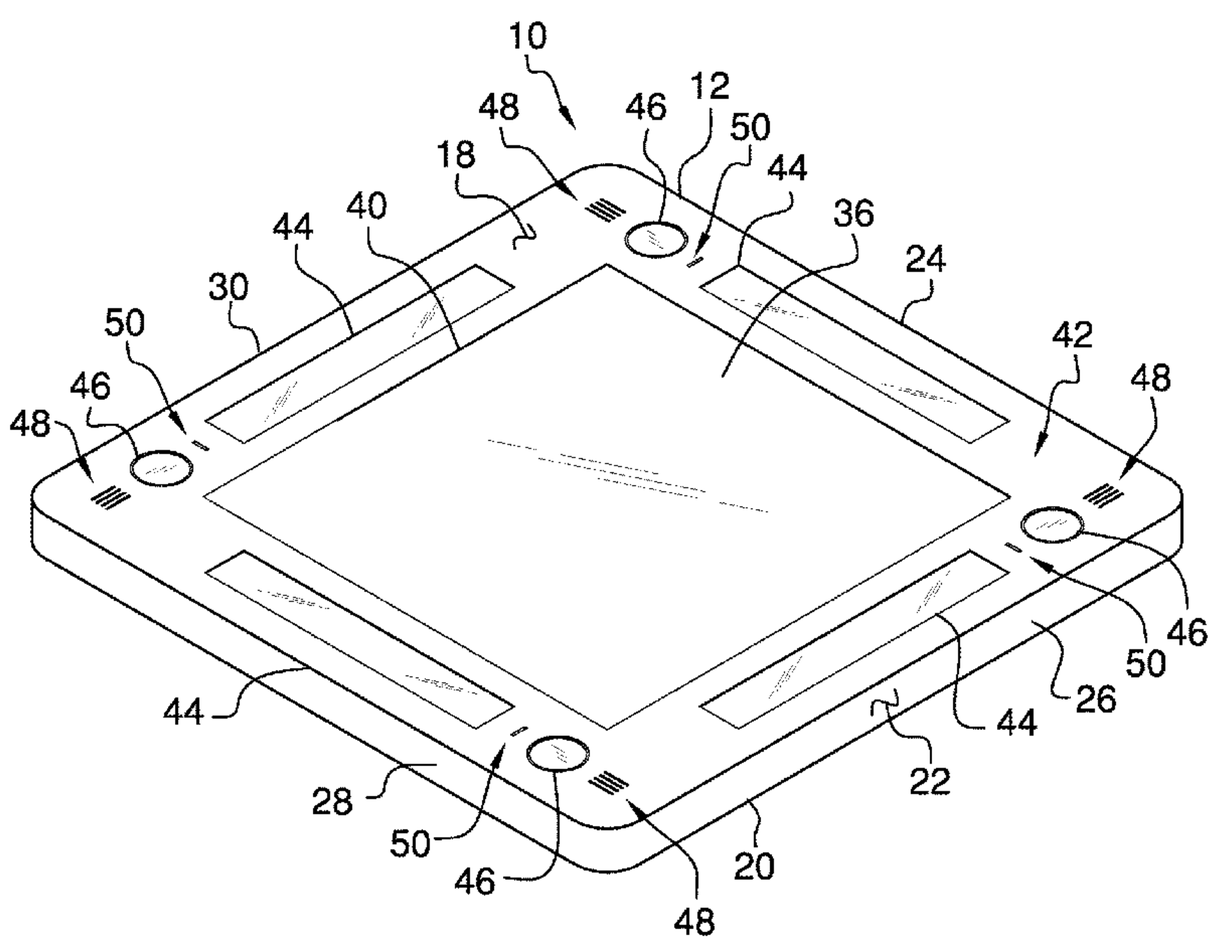
Primary Examiner — Pierre E Elisca

(57) **ABSTRACT**

An electronic board game assembly for playing digital versions of board games includes a housing that is positionable on a horizontal support to be accessible to a plurality of players. An electronic memory is integrated into the housing for storing a database comprising imagery and operational software for a plurality of board games. A primary touch screen is coupled to the housing to facilitate the players to play the board games. A plurality of secondary touch screens is each coupled to the housing to facilitate each of the players to control operational parameters of the board game being played. Additionally, a plurality of touch pads is each coupled to the housing thereby facilitating each of the players to input directional controls into the board game being played.

10 Claims, 3 Drawing Sheets



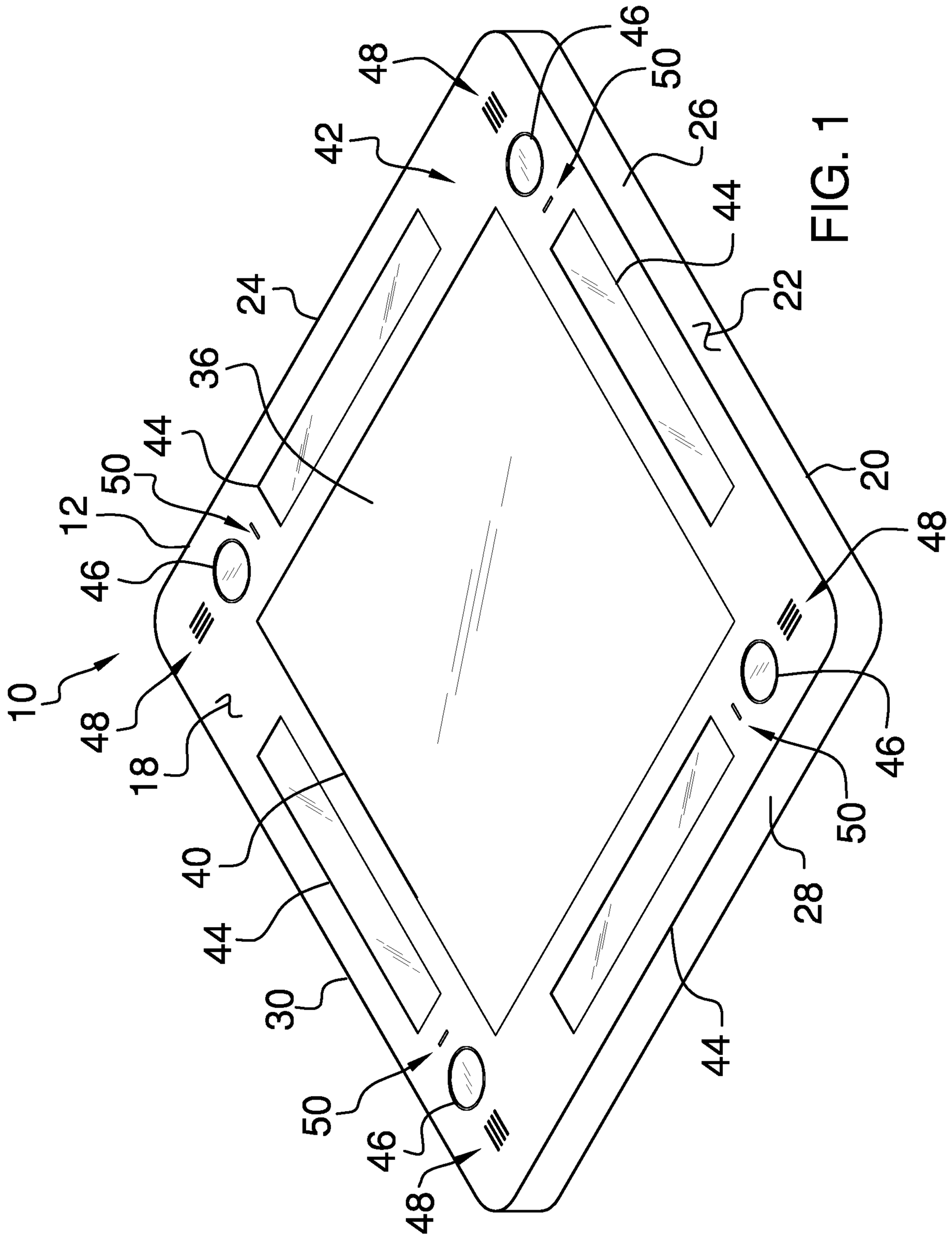

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FIG. 1

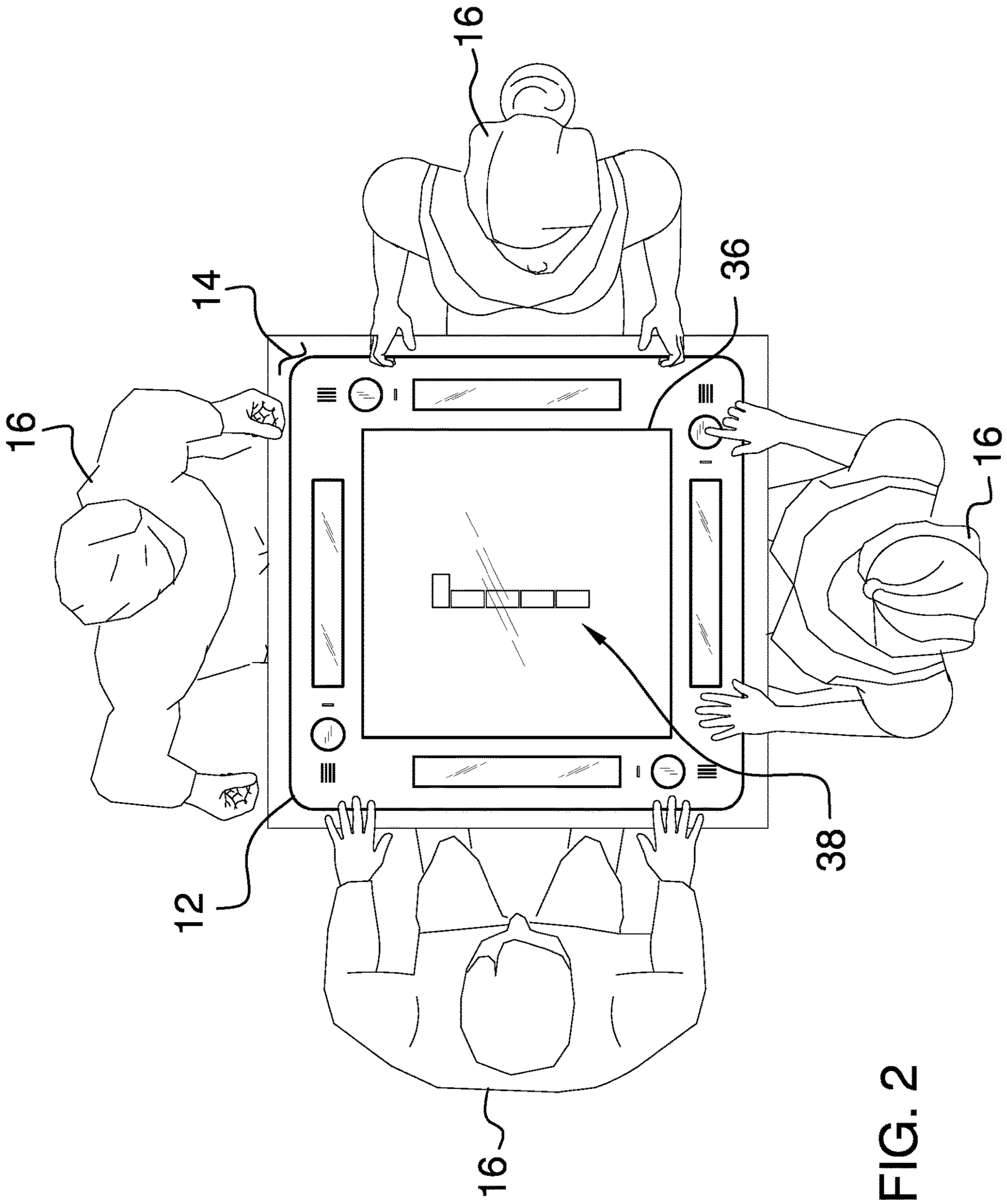
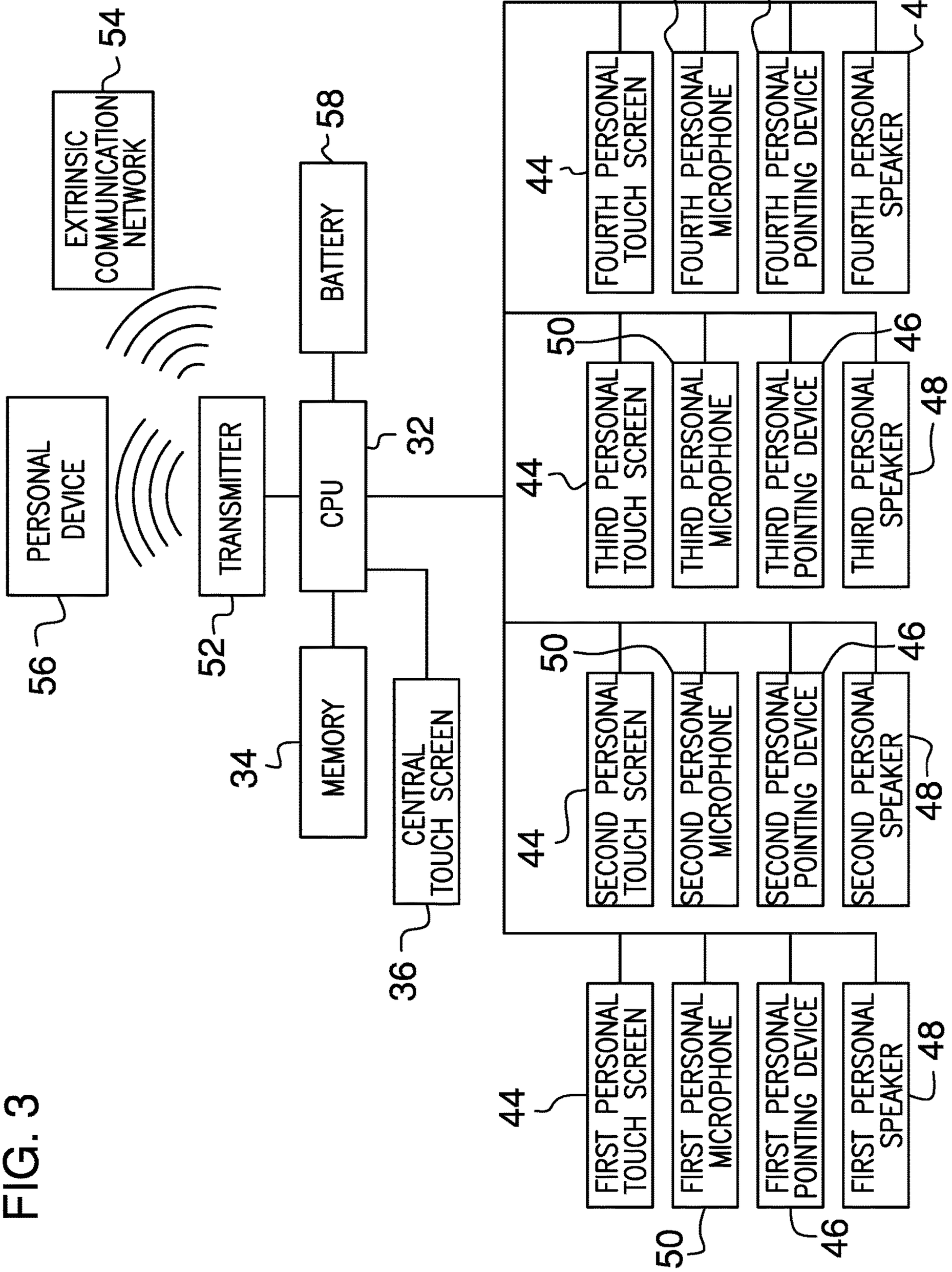


FIG. 2


EXTRINSIC COMMUNICATION NETWORK
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PERSONAL DEVICE
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CENTRAL TOUCH SCREEN
36
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FOURTH PERSONAL TOUCH SCREEN
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FOURTH PERSONAL MICROPHONE
46
FOURTH PERSONAL POINTING DEVICE
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FOURTH PERSONAL SPEAKER
THIRD PERSONAL TOUCH SCREEN
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SECOND PERSONAL TOUCH SCREEN
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SECOND PERSONAL SPEAKER
FIRST PERSONAL TOUCH SCREEN
FIRST PERSONAL MICROPHONE
FIRST PERSONAL POINTING DEVICE
FIRST PERSONAL SPEAKER

FIG. 3

ELECTRONIC BOARD GAME ASSEMBLY

(b) CROSS-REFERENCE TO RELATED APPLICATIONS

Not Applicable

(c) STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

Not Applicable

(d) THE NAMES OF THE PARTIES TO A JOINT RESEARCH AGREEMENT

Not Applicable

(e) INCORPORATION-BY-REFERENCE OF MATERIAL SUBMITTED ON A COMPACT DISC OR AS A TEXT FILE VIA THE OFFICE ELECTRONIC FILING SYSTEM

Not Applicable

(f) STATEMENT REGARDING PRIOR DISCLOSURES BY THE INVENTOR OR JOINT INVENTOR

Not Applicable

(g) BACKGROUND OF THE INVENTION

(1) Field of the Invention

The disclosure relates to board game devices and more particularly pertains to a new board game device for digital versions of board games. The board game device includes a primary touch screen for displaying the digital version of the board games. Additionally, the board game device includes a plurality of secondary touch screens that are assigned to each of the players for controlling operational parameters of the board games.

(2) Description of Related Art Including Information Disclosed Under 37 CFR 1.97 and 1.98

The prior art relates to board game devices including a variety of electronic gaming tables that have electronic touch screens being integrated therein for playing digital board games. In no instance does the prior art disclose a portable device that can facilitate multiple players to play a digital board game.

(h) BRIEF SUMMARY OF THE INVENTION

An embodiment of the disclosure meets the needs presented above by generally comprising a housing that is positionable on a horizontal support to be accessible to a plurality of players. An electronic memory is integrated into the housing for storing a database comprising imagery and operational software for a plurality of board games. A primary touch screen is coupled to the housing to facilitate the players to play the board games. A plurality of secondary touch screens is each coupled to the housing to facilitate each of the players to control operational parameters of the board game being played. Additionally, a plurality of touch pads is each coupled to the housing thereby facilitating each of the players to input directional controls into the board game being played.

There has thus been outlined, rather broadly, the more important features of the disclosure in order that the detailed description thereof that follows may be better understood, and in order that the present contribution to the art may be better appreciated. There are additional features of the disclosure that will be described hereinafter and which will form the subject matter of the claims appended hereto.

The objects of the disclosure, along with the various features of novelty which characterize the disclosure, are pointed out with particularity in the claims annexed to and forming a part of this disclosure.

(i) BRIEF DESCRIPTION OF SEVERAL VIEWS OF THE DRAWING(S)

The disclosure will be better understood and objects other than those set forth above will become apparent when consideration is given to the following detailed description thereof. Such description makes reference to the annexed drawings wherein:

FIG. **1** is a top perspective view of an electronic board game assembly according to an embodiment of the disclosure.

FIG. **2** is a perspective in-use view of an embodiment of the disclosure.

FIG. **3** is a schematic view of an embodiment of the disclosure.

(j) DETAILED DESCRIPTION OF THE INVENTION

With reference now to the drawings, and in particular to FIGS. **1** through **3** thereof, a new board game device embodying the principles and concepts of an embodiment of the disclosure and generally designated by the reference numeral **10** will be described.

As best illustrated in FIGS. **1** through **3**, the electronic board game assembly **10** generally comprises a housing **12** that is positionable on a horizontal support surface **14**, such as a table top or the like, such that the housing **12** is accessible to a plurality of players **16**. The housing **12** has a top surface **18**, a bottom surface **20** and a perimeter surface **22** extending therebetween, and the perimeter surface **22** has a first side **24**, a second side **26**, a third side **28** and a fourth side **30**. Each of the first side **24**, the second side **26**, the third side **28** and the fourth side **30** intersect at a right angle such that the housing **12** has a rectangular shape. The housing **12** may have a length and a width ranging between approximately 24.0 inches and 30.0 inches.

A control circuit **32** is integrated into the housing **12** and an electronic memory **34** is integrated into the housing **12**. The electronic memory **34** is electrically coupled to the control circuit **32** and the electronic memory **34** stores a database comprising imagery and operational software for a plurality of board games. The plurality of board games may include popular board games, including but not being limited to, checkers, chess, dominos, scrabble and backgammon. Additionally, the plurality of board games may include licensed board games, including but not being limited to, Monopoly, Risk, Sorry and Life.

A primary touch screen **36** is coupled to the housing **12** such that the primary touch screen **36** is visible and accessible to the players **16**. The primary touch screen **36** is in communication with the electronic memory **34** thereby

facilitating the primary touch screen **36** to display indicia **38** comprising icons and imagery associated with the board games. In this way the primary touch screen **36** facilitates the players **16** to play the board games. Moreover, the primary touch screen **36** facilitates the board games to be played without the need for physical game pieces, dice, cards and other physical objects that would typically be necessary to play the board games.

The primary touch screen **36** is positioned on the top surface **18** of the housing **12** and the primary touch screen **36** has a perimeter edge **40**. The perimeter edge **40** is spaced from the perimeter surface **22** of the housing **12** to define a border **42** extending around the primary touch screen **36**. Additionally, the primary touch screen **36** is electrically coupled to the control circuit **32** for receiving the icons and imagery from the electronic memory **34**. The primary touch screen **36** may be an electronic touch screen, such as an LCD or the like, and the primary touch screen **36** may have a length and a width of approximately 20.0 inches. In this way the border **42** may have a width ranging between approximately 4.0 inches and 10.0 inches.

A plurality of secondary touch screens **44** is provided and each of the secondary screens is coupled to the housing **12**. The plurality of secondary touch screens **44** is distributed around the housing **12** such that each of the secondary touch screens **44** is accessible to a respective player. Each of the secondary touch screens **44** is in communication with the electronic memory **34** thereby facilitating each of the secondary touch screens **44** to display control icons and imagery associated with the board game being played. In this way the plurality of secondary touch screens **44** facilitates each of the players **16** to control operational parameters of the board game being played.

Each of the secondary touch screens **44** is positioned on the top surface **18** of the housing **12** and each of secondary touch screens **44** is positioned on the border **42** defined between the primary touch screen **36** and the perimeter surface **22** of the housing **12**. Each of the secondary touch screens **44** is oriented to extend substantially along a respective one of the first side **24**, the second side **26**, the third side **28** and the fourth side **30** of the perimeter surface **22**. Additionally, each of the secondary touch screens **44** is electrically coupled to the control circuit **32** for receiving the icons and imagery from the electronic memory **34**. Each of the secondary touch screens **44** may comprise an electronic touch screen, such as an LCD or the like.

A plurality of touch pads **46** is provided and each of the touch pads **46** is coupled to the housing **12**. The touch pads **46** are distributed around the housing **12** such that each of the touch pads **46** is accessible to a respective player. Each of the touch pads **46** is in communication with the electronic memory **34** thereby facilitating each of the touch pads **46** to input directional controls into the board game is played, and each of the touch pads **46** is electrically coupled to the control circuit **32**. Each of the touch pads **46** may comprise an electronic touch pad or the like that can detect the location of the player's finger on the touch pad. Each of the touch pads **46** is positioned on the top surface **18** of the housing **12**, and each of the touch pads **46** is positioned on the border **42** defined between the primary touch screen **36** and the perimeter surface **22** of the housing **12**. Each of the touch pads **46** is positioned adjacent to a respective one of the first side **24**, the second side **26**, the third side **28** and the fourth side **30** of the perimeter surface **22** of the housing **12**.

A plurality of speakers **48** is provided and each of the speakers **48** is coupled to the housing **12** to emit audible sounds outwardly therefrom. Each of the speakers **48** is in communication with the electronic memory **34** thereby facilitating each of the speakers **48** to receive an audio signal for the board game being played. Each of the speakers **48** emits audible audio related to the board game being played and each of the speakers **48** is electrically coupled to the control circuit **32**. Additionally, each of the speakers **48** may comprise an electronic speaker or the like. Each of the speakers **48** is integrated into the top surface **18** of the housing **12**, and each of the speakers **48** is positioned on the border **42** defined between the primary touch screen **36** and the perimeter surface **22** of the housing **12**. Each of the speakers **48** is aligned with a respective one of the first side **24**, the second side **26**, the third side **28** and the fourth side **30** of the perimeter surface **22** of the housing **12**.

A plurality of microphones **50** is each integrated into the housing **12** to capture audible sounds. Each of the microphones **50** is in communication with the electronic memory **34** thereby facilitating each of the microphones **50** to communicate verbal commands to the board game being played. Additionally, each of the microphones **50** is electrically coupled to the control circuit **32**. Each of the microphones **50** may comprise an electronic microphone or the like. Each of the microphones **50** is integrated into the top surface **18** of the housing **12**, and each of the microphones **50** is positioned on the border **42** defined between the primary touch screen **36** and the perimeter surface **22** of the housing **12**. Each of the microphones **50** is aligned with a respective one of the first side **24**, the second side **26**, the third side **28** and the fourth side **30** of the perimeter surface **22** of the housing **12**.

A transceiver **52** is integrated into the housing **12** and the transceiver **52** is in communication with the electronic memory **34**. Additionally, the transceiver **52** is in communication with an extrinsic communication network **54** thereby facilitating the transceiver **52** to download data from the extrinsic communication network **54** into the electronic memory **34** for updating and installing board games. The extrinsic communication network **54** may the internet or other type of wireless communication network. The transceiver **52** is in wireless communication with a personal electronic device **56** thereby facilitating the transceiver **52** to download data from the personal electronic device **56** into the electronic memory **34** for updating and installing board games. The personal electronic device **56** may comprise a smart phone or other type of device that has wireless communication capabilities. The transceiver **52** is electrically coupled to the control circuit **32**. A power supply **58** is integrated into the housing **12**, the power supply **58** is electrically coupled to the control circuit **32** and the power supply **58** comprises at least one battery.

In use, the housing **12** is placed on the support surface **14** to facilitate the players **16** to play board games on the primary touch screen **36**. Each player can employ a respective secondary touch screen **44** to control operational parameters of the board game, to access the data stored in the electronic memory **34**, and control all aspects of game play. Additionally, each player can employ a respective touch pad **46** to input direction control into a cursor or other graphic user interface that is displayed on the primary touch screen **36**. In this way the players **16** can play a variety of different board games without the need for game pieces, dice, cards or game boards. The electronic memory **34** can be updated with data downloaded from the personal electronic device **56** or via the internet.

With respect to the above description then, it is to be realized that the optimum dimensional relationships for the parts of an embodiment enabled by the disclosure, to include

variations in size, materials, shape, form, function and manner of operation, assembly and use, are deemed readily apparent and obvious to one skilled in the art, and all equivalent relationships to those illustrated in the drawings and described in the specification are intended to be encompassed by an embodiment of the disclosure.

Therefore, the foregoing is considered as illustrative only of the principles of the disclosure. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the disclosure to the exact construction and operation shown and described, and accordingly, all suitable modifications and equivalents may be resorted to, falling within the scope of the disclosure. In this patent document, the word "comprising" is used in its non-limiting sense to mean that items following the word are included, but items not specifically mentioned are not excluded. A reference to an element by the indefinite article "a" does not exclude the possibility that more than one of the element is present, unless the context clearly requires that there be only one of the elements.

I claim:

1. An electronic board game assembly for facilitating a plurality of players to play a plurality of different board games on an electronic display, said assembly comprising:

a housing being positionable on a horizontal support surface wherein said housing is configured to be accessible to a plurality of players;

an electronic memory being integrated into said housing, said electronic memory storing a database comprising imagery and operational software for a plurality of board games;

a primary touch screen being coupled to said housing wherein said primary touch screen is configured to be visible and accessible to the players, said primary touch screen being in communication with said electronic memory thereby facilitating said primary touch screen to display indicia comprising icons and imagery associated with the board games wherein said primary touch screen is configured to facilitate the players to play the board games;

a plurality of secondary touch screens, each of said secondary screens being coupled to said housing, said plurality of secondary touch screens being distributed around said housing wherein each of said secondary touch screens is configured to be accessible to a respective player, each of said secondary touch screens being in communication with said electronic memory thereby facilitating each of said secondary touch screens to display control icons and imagery associated with the board game being played wherein said plurality of secondary touch screens is configured to facilitate each of the players to control operational parameters of the board game being played;

a plurality of touch pads, each of said touch pads being coupled to said housing, said touch pads being distributed around said housing wherein each of said touch pads is configured to be accessible to a respective player, each of said touch pads being in communication with said electronic memory thereby facilitating each of said touch pads to input directional controls into the board game being played;

a plurality of speakers, each of said speakers being coupled to said housing wherein each of said speakers is configured to emit audible sounds outwardly therefrom, each of said speakers being in communication with said electronic memory thereby facilitating each of said speakers to receive an audio signal for the board game being played wherein each of said speakers is configured to emit audible audio related to the board game being played; and

a plurality of microphones, each of said microphones being integrated into said housing wherein each of said microphones is configured to capture audible sounds, each of said microphones being in communication with said electronic memory thereby facilitating each of said microphones to communication verbal commands to the board game being played.

2. The assembly according to claim **1**, wherein said housing has a top surface, a bottom surface and a perimeter surface extending therebetween, said perimeter surface having a first side, a second side, a third side and a fourth side, each of said first side, said second side, said third side and said fourth side intersecting an a right angle such that said housing has a rectangular shape.

3. The assembly according to claim **2**, wherein said primary touch screen is positioned on said top surface of said housing, said primary touch screen having a perimeter edge, said perimeter edge being spaced from said perimeter surface of said housing to define a border extending around said primary touch screen.

4. The assembly according to claim **3**, wherein each of said secondary touch screens is positioned on said top surface of said housing, each of secondary touch screens being positioned on said border defined between said primary touch screen and said perimeter surface of said housing, each of said secondary touch screens being oriented to extend substantially along a respective one of said first side, said second side, said third side and said fourth side of said perimeter surface.

5. The assembly according to claim **3**, wherein each of said touch pads is positioned on said top surface of said housing, each of said touch pads being positioned on said border defined between said primary touch screen and said perimeter surface of said housing, each of said touch pads being positioned adjacent to a respective one of said first side, said second side, said third side and said fourth side of said perimeter surface of said housing.

6. The assembly according to claim **3**, wherein each of said speakers is integrated into said top surface of said housing, each of said speakers being positioned on said border defined between said primary touch screen and said perimeter surface of said housing, each of said speakers being aligned with a respective one of said first side, said second side, said third side and said fourth side of said perimeter surface of said housing.

7. The assembly according to claim **3**, wherein each of said microphones is integrated into said top surface of said housing, each of said microphones being positioned on said border defined between said primary touch screen and said perimeter surface of said housing, each of said microphones being aligned with a respective one of said first side, said second side, said third side and said fourth side of said perimeter surface of said housing.

8. The assembly according to claim **3**, further comprising a transceiver being integrated into said housing, said transceiver being in communication with said electronic memory, said transceiver being in communication with an extrinsic communication network thereby facilitating said transceiver to download data from the extrinsic communication network into said electronic memory for updating and installing board games, said transceiver being in wireless communication with a personal electronic device thereby facilitating said transceiver to download data from the personal electronic device into said electronic memory for updating and

installing board games, said transceiver being electrically coupled to said control circuit.

9. The assembly according to claim **1**, wherein:

said assembly includes a control circuit being integrated into said housing;

said electronic memory is electrically coupled to said control circuit;

said primary touch screen is electrically coupled to said control circuit for receiving said icons and imagery from said electronic memory;

each of said secondary touch screens is electrically coupled to said control circuit for receiving said icons and imagery from said electronic memory;

each of said touch pads is electrically coupled to said control circuit;

each of said speakers being electrically coupled to said control circuit; and

each of said microphones is electrically coupled to said control circuit.

10. An electronic board game assembly for facilitating a plurality of players to play a plurality of different board games on an electronic display, said assembly comprising:

a housing being positionable on a horizontal support surface wherein said housing is configured to be accessible to a plurality of players, said housing having a top surface, a bottom surface and a perimeter surface extending therebetween, said perimeter surface having a first side, a second side, a third side and a fourth side, each of said first side, said second side, said third side and said fourth side intersecting an a right angle such that said housing has a rectangular shape;

a control circuit being integrated into said housing;

an electronic memory being integrated into said housing, said electronic memory being electrically coupled to said control circuit, said electronic memory storing a database comprising imagery and operational software for a plurality of board games;

a primary touch screen being coupled to said housing wherein said primary touch screen is configured to be visible and accessible to the players, said primary touch screen being in communication with said electronic memory thereby facilitating said primary touch screen to display indicia comprising icons and imagery associated with the board games wherein said primary touch screen is configured to facilitate the players to play the board games, said primary touch screen being positioned on said top surface of said housing, said primary touch screen having a perimeter edge, said perimeter edge being spaced from said perimeter surface of said housing to define a border extending around said primary touch screen, said primary touch screen being electrically coupled to said control circuit for receiving said icons and imagery from said electronic memory;

a plurality of secondary touch screens, each of said secondary screens being coupled to said housing, said plurality of secondary touch screens being distributed around said housing wherein each of said secondary touch screens is configured to be accessible to a respective player, each of said secondary touch screens being in communication with said electronic memory thereby facilitating each of said secondary touch screens to display control icons and imagery associated with the board game being played wherein said plurality of secondary touch screens is configured to facilitate each of the players to control operational parameters of the board game being played, each of said secondary touch screens being positioned on said top surface of said housing, each of secondary touch screens being positioned on said border defined between said primary touch screen and said perimeter surface of said housing, each of said secondary touch screens being oriented to extend substantially along a respective one of said first side, said second side, said third side and said fourth side of said perimeter surface, each of said secondary touch screens being electrically coupled to said control circuit for receiving said icons and imagery from said electronic memory;

a plurality of touch pads, each of said touch pads being coupled to said housing, said touch pads being distributed around said housing wherein each of said touch pads is configured to be accessible to a respective player, each of said touch pads being in communication with said electronic memory thereby facilitating each of said touch pads to input directional controls into the board game being played, each of said touch pads being electrically coupled to said control circuit, each of said touch pads being positioned on said top surface of said housing, each of said touch pads being positioned on said border defined between said primary touch screen and said perimeter surface of said housing, each of said touch pads being positioned adjacent to a respective one of said first side, said second side, said third side and said fourth side of said perimeter surface of said housing;

a plurality of speakers, each of said speakers being coupled to said housing wherein each of said speakers is configured to emit audible sounds outwardly therefrom, each of said speakers being in communication with said electronic memory thereby facilitating each of said speakers to receive an audio signal for the board game being played wherein each of said speakers is configured to emit audible audio related to the board game being played, each of said speakers being electrically coupled to said control circuit, each of said speakers being integrated into said top surface of said housing, each of said speakers being positioned on said border defined between said primary touch screen and said perimeter surface of said housing, each of said speakers being aligned with a respective one of said first side, said second side, said third side and said fourth side of said perimeter surface of said housing;

a plurality of microphones, each of said microphones being integrated into said housing wherein each of said microphones is configured to capture audible sounds, each of said microphones being in communication with said electronic memory thereby facilitating each of said microphones to communication verbal commands to the board game being played, each of said microphones being electrically coupled to said control circuit, each of said microphones being integrated into said top surface of said housing, each of said microphones being positioned on said border defined between said primary touch screen and said perimeter surface of said housing, each of said microphones being aligned with a respective one of said first side, said second side, said third side and said fourth side of said perimeter surface of said housing;

a transceiver being integrated into said housing, said transceiver being in communication with said electronic memory, said transceiver being in communication with an extrinsic communication network thereby facilitating said transceiver to download data from the extrinsic communication network into said electronic

memory for updating and installing board games, said transceiver being in wireless communication with a personal electronic device thereby facilitating said transceiver to download data from the personal electronic device into said electronic memory for updating and installing board games, said transceiver being electrically coupled to said control circuit; and

a power supply being integrated into said housing, said power supply being electrically coupled to said control circuit, said power supply comprising at least one battery.

* * * * *